



FRONT MISSION ALTERNATIVE™

At the beginning of the 2nd century, the African continent was in great turmoil due to expanding deserts, intensifying regional conflicts, and refugee problems, 001], and the turmoil in Africa.

However, in July 2013, the military department of the former government, which opposed the Central African Community government, declared an independent government, annexed Central Africa, and began an armed invasion: the overwhelming Joint government before strong military strength.

Forced to withdraw from the front line, the Kwon militia forces ask the Southern African Community for assistance.

In April 2014, the Southern African Community, who had seen the situation closely, sounded out 2013 for cooperation, and in response, cut off the anti-armor unit. For the first time in history, a "combat-ready unit" will be put into actual combat...

For Japan Only



プレイヤー
1人



メモリーカード
1ブロック



マウス
対応

SLPS 00953



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CHARACTER & WAW Character & Mechanic
Commentary

This game has high-quality sound effects, and we recommend playing with headphones .

BASIC OPERATION

How to start the game/controller operation

Please read this section carefully if you are playing the game for the first time. Please see page 14 if you want to start the game from where you saved in the previous play. First, press the open button on the PlayStation to open the disc holder. Next, insert the Front Mission Alternative 1 CD-ROM and close the holder, and body

When you turn on the power of the game and the demo screen of the game starts, you are ready to go. Press the start button to start the main game.

UTILITY

system settings

L1-R1 button

Platoon selection

L2 + R2 button

Aircraft selection

Direction

key item selection/setting

(Do not use the @ button)

Confirm button

@ button cancel

(Do not use the y button)

start button

I do not use it

don't use select button

Right to cancel, sub window open (Switch camera mode, etc.)

Decide on the left ----- (Click on an empty place A special menu will open.)

BATTLE FIELD

battle field

L1 R1 button

Select your platoon

L2 + R2 button camera zoom

Direction keys

Item selection + Settings + Camera movement

(S button

Display/delete head mark

. button

decision

@ button cancel

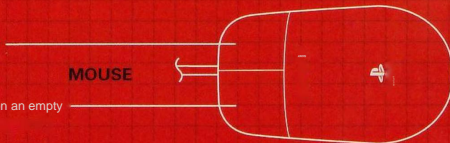
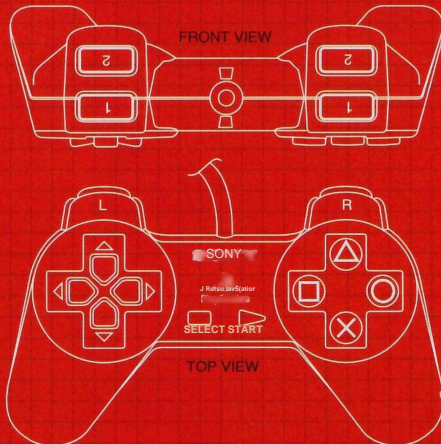
y button

Switch camera viewpoint

Start button Call

up the target setting screen

don't use select button



* Some operations are different on the target setting screen. See page 13.

UNIT

Troop composition

Each player can command (operate) one

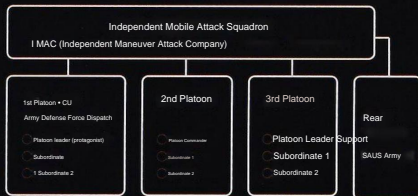
In 1 unit of independent attack company that is issued with aircraft WAW

vinegar. The goal of the game is to command this unit well and win the

battlefield. First, the detailed organization of the troops

Must know. About the weapon called WAW

For detailed settings, see page 24.



The 1st Platoon is directly commanded by the player during operations

platoon. The main part of the game is the operation of this platoon,

Only this platoon gives detailed instructions for each unit

be able to. The 2nd and 3rd platoons

Direct operation by the player is

I can't, but I can't command in the form of a change of strategy, etc.

Possible. The Logistics Corps provides mid-combat resupply. Also,

Support attacks are also performed only when the layer sets.

troop minimum unit

A unit that is called a platoon regardless of whether it is an enemy or an ally is one of the following

in a unit made up of the formation of vinegar. Until the battle begins, the enemy's

What formation does the platoon consist of?

I don't know if I'm standing

3 WAWs



1 TCK class



Multi-leg / 3 tanks



4 Infantrymen x2



MISSION

Overall mission flow

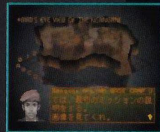
One mission of the game progresses by repeating the following flow. Big
It is divided into three items, and what you should do in each is different.
For details on each item, refer to the next page.

1: Mission description

Here you can grasp the contents of the strategy.

In accordance with this, each platoon is organized and progressed.

Set the row route, etc.



2: Battlefield

actually develop the strategy, with the enemy forces

Engage. Each platoon behaves
as set in the system settings, but
you can change the settings here.
It is also possible to



3: Operation end

when the operation succeeds or fails

The operation ends at the point, and the battle
There are various benefits.



Back to !

UTILITY

i System settings

Here we prepare for the sortie. Mission description • Aircraft maintenance •

Each item such as target setting, battle field, system setting etc.

Let's break it down.

Mission description

The content of this operation

So) tells us, purpose, site conditions,

Know the route to follow, weather conditions, etc.

so before going out to the battlefield

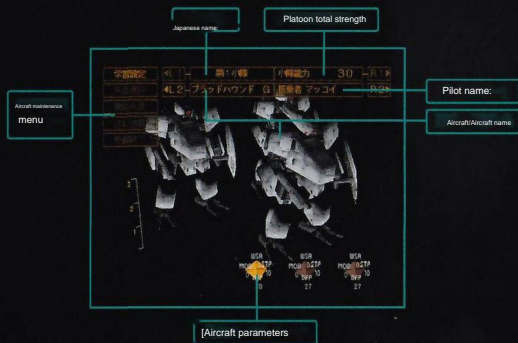
Be sure to choose.



Aircraft maintenance

Each platoon's

We will maintain the WAW one by one. From the aircraft maintenance menu, setting, weapon selection, parameters. Select sorting, paint change, etc. Select and confirm.



learning settings

Here, the learning values given to each WAW in advance are divided into the parameters of mobility, offensive power, and defensive power.

vinegar. The WAW will be able to

Since you will learn actions related to data during battle, each WAW

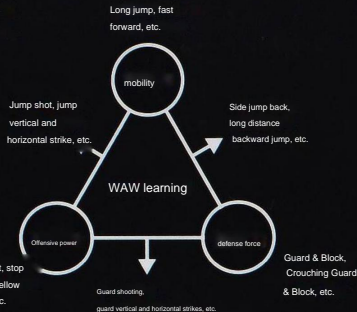
It is necessary to think about what type to use first.

I will. It also affects your ability to judge terrain.

Please refer to the relationship between actions to be remembered below.



Parameter name Parameter graph



MOB (MOBILITY) Mobility performance of mobile aircraft and ability value that combines learning results related to mobility

STP (STRIKING POWER) Ability value that combines the armament of the attack card and learning results related to attack.

WSA (WAW SYNTHETIC ABILITY) Comprehensive Ability Comprehensive ability value that totals each ability value.

DEP (DEFENSIVE POWER) Defensiveness First, it shows how much you are immune to enemy attacks.

The parameter graph changes shape only when you change the aircraft's equipment and when WAW learns its behavior in battle.



Weapon selection

Select the weapon and shield that each WAW is equipped with
increase. Select appropriate equipment according to the content of the operation
please. These weapon types are mission
It will increase as you clear the stages.

main arm

Main weapon mainly equipped on the right hand. There are many portable firearms, and it is related to attack power. bullet
Most things are unlimited.

Buck Weapon

A weapon mainly equipped on the left back. There are many heavy weapons, and it is related to attack power. to the number of bullets
Many things have restrictions.

shield

A shield to equip on the left arm. Endurance related to defense. on the front of the shield
each platoon and aircraft are individually numbered.

bolt on

You can purchase from the merchant of death by the counter that is added when you clear the mission.
Auxiliary parts (see next page for details).



Weapon parameters

* A counter is a

currency used as a substitute for cash. We use this unit because there is no concept of money in the game.

About weapon parameters



Attack power X number of times

The attack power of one bullet of that weapon and the number of bullets fired per second represents.

Accuracy

The percentage chance of hitting an enemy when firing that weapon (Normal state).

number of bullets

It represents the number of bullets that the weapon can fire.

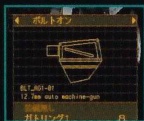
range

It represents the range of the weapon. 1 to 5 shots

There is a degree, mainly the main arm is 1-2, the back weapon is

It has a range of 2-5. two numbers in a row

is suitable for any range in between.



About Bolt-on

There is no concept of store in this game. new

Weapons are issued by the military just like in reality. pu

Layer is only bolt-on (auxiliary equipment), death quotient

You can purchase from the counter in person.

name	Application Performance	effect target	Number of times lost
spare magazine	When you run out of bullets for your batuku weapon Ammunition supply (5 types in total)	equipment equipped with	can be
auto gating	for anti-enemy missiles Vulcan pod (5 types in total)	Missile that approaches the equipped aircraft Yes	
smoke discharger	Creates a smokescreen to greatly improve evasion, but The hit rate of your aircraft decreases (3 types in total)	All aircraft in the smoke regardless of enemy or ally Yes	
night scope	Hit rate during night battle Improve (1 type)	equipment equipped with	none
Infrared controller	Suppress heat radiation and reduce the hit rate of enemy missiles Decrease (3 types in total)	equipment equipped with	none
high mobility unit	Increases evasion and mobility Vernier pack for movement assistance (3 types in total)	equipment equipped with	none
fire control system	Improves accuracy	equipment equipped with	none

simple armament

Automate the armament of weapons that are provided after the mission is cleared.

vinegar. Select a platoon and specify either assault type, support type or average type
(It cannot be specified for each machine).

Camouflage paint Apply paint suitable for the battlefield and optical illusion camouflage that misleads the enemy

This will increase your evasion rate, prepared pa

Please select from the turn (Platoon/Unit change is
you can't).

Aircraft selection

Select the aircraft to use.

Targeting Set targets for each platoon up to the third target. strategy open

After the start, each platoon will follow the goals set here in the order of 1st, 2nd, and 3rd.

Let's move on. Target settings can be changed even during battle.



Special operations that can only be performed
on the target setting screen

Directional key up/
down map up/down angle change

Ⓢ Button
display floor switching
(only when multi-level configuration map)

Rotate the L1-
L2 button map by 45 degrees

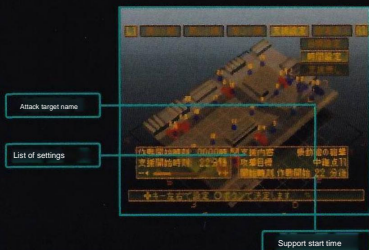
How to read your platoon/target data

The data of the 1st, 2nd, and 3rd aircraft of the platoon are displayed in order from the top. The bar graph shows the endurance time of each aircraft. The number next to it is (remaining following time/maximum cruising time), and each number 1 allows cruising for 1 minute. Also, if there is an enemy type in the objective that you are encountering for the first time, that data will not be displayed.

Set Support Sets When and where to launch support attacks during operation Helicopter for support attack

There are types such as fighters, fighters, landing craft, and long-range shooting from a long distance.

Which one is used depends on the mission.



Target

setting Select a target for the support attack.

Time setting

Select how many minutes after the start of the operation to activate.

No

Assistance Select if you do not want assistance. However, in some cases, such as an event, it is forced to do so.

simulation command

After setting each item, start the simulation with the start button. Check the details of the strategy here
I can. It is a good idea to try various patterns in preparation for the actual strategy. (However, the actual battlefield
It is not always the case that the strategy will proceed on this street on the yield. It should be used as a guide only.)

* The passage of time is 10 times faster.

Start button when executing a simulation • Controller operation

command Start/ stop simulation	@ button Camera zoom out
Direction key map angle change	Ÿ Button unit switching
L1-R1 button Select your platoon	@ button Camera zooms in
L2 + R2 button rotate map 45 degrees	Q button Switch cameras

battle field

Selecting this item will start the operation. work

Selecting screens other than target setting until the battle is over

I can't go back to the surface. Make sure the settings are correct before selecting

Please select. Operations in the battlefield, etc.

Please refer to the next page for details.



System setting

•Backup Transmission Saves the current progress of the game to a memory card. 1 bro

You can save up to 15 files on one memory card with
can be saved. Use slot 1 for the memory card.

Camera reception Loads a file from a memory card and resumes play from where it left off.
open. Make various settings for the camera.

► Switches the display language (can display between Japanese and English)

Change the color of empty characters and windows.

Sound Make various sound settings.

WARGi

non

ASM

STOP SIMULATION

sex

ALTERNATIVE

drugs

BATTLE FIELD

2: Battlefield

Choosing Battlefield actually

operation begins. here

I'll explain how it works in wartime.



GPS window

It shows the position of your own and enemy forces.

About Durability

Durability is a parameter that is determined based on the defense power displayed during aircraft maintenance.

platoon command

During combat, each platoon moves towards a target determined by targeting.

Go ahead. Its movement speed varies depending on the aircraft and the terrain.

Automatically judges and responds when encountering or contacting an enemy or obstacle

So the player doesn't have to do anything directly, deer

However, it is possible to take some command of each platoon, command

Select the platoon you want with the L1 or R1 button and confirm.



attack settings

Switches the action pattern between attack-oriented and defense-oriented. The settings here are reflected in the WAW learning due to the synergistic effect with the learning settings during aircraft maintenance.

concentrated attack

Select one aircraft in the enemy platoon with the directional keys, and confirm with the button. This will unleash barrage on the selected enemy aircraft.

diffusion attack

Attacks all enemy platoons in contact uniformly.



Change the

action setting

As with behavioral settings, the choices you make here will affect your WAW learning. Also, if you fight the same enemy platoon several times in the same way, the next time you engage that platoon, it will engage in similar tactical combat without you giving any instructions.

Emphasis on

attack Anyway, if there is an enemy, I will attack intently. Attack parameters will increase.

You will be able

to control and use things with a limited number of bullets, such as defense-oriented back. If you need a large amount of firepower in the latter half of the operation, it will not be useful.





There

are two types of resupplyable material: shields and back weapon magazines. You can resupply individual units at any time, but there may be times when each platoon leader contacts you to request resupply. Aircraft receiving resupply must retreat until they make contact with a resupply aircraft (supply WAW, helicopter, etc.), and the number and amount of resupply is reflected in the Troop Points and Counters awarded at the end of the operation: the decision is made. Please proceed with caution.

auto

If selected during resupply, shields and magazines will be resupplied to all aircraft in the platoon that have less than 1/2 of their durability remaining.

If

selected during detailed supply, detailed supply instructions can be issued for each unit in the platoon.



Platoon information

Displays aircraft information on site for each platoon.

strategic withdrawal

Withdraw each Platoon from the battlefield; however, if Platoon 1 chooses a Strategic Withdrawal, the entire Platoon withdraws and the mission fails:

+ When you press the start button on the battlefield, the target setting screen will ask. If you want to change the target during the operation, set it here: (See page 13 for how to set it.)

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setting

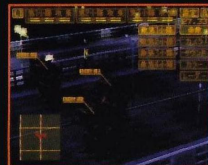
Settings and environment settings related to all platoons

what does this item do?



enemy search

You can see the enemy platoon on the battlefield with the camera.





"camera]

You can set various camera actions, such as forcibly moving the camera to the platoon that comes in contact with the enemy, or not switching the camera even if you select a platoon. Also, even if you do not select this item, you can switch the viewpoint mode from among three types by pressing the \bar{y} button.

K-sound

BGM,

You can change the volume of the SE.



display

Window Color

Change the color of windows and text as well as the Preferences in System Settings.

Auxiliary

information Select to show/hide the head mark and GPS window. You can also select the display mode of the GPS window to be centered on the player or the entire field.

You can also switch between displaying and deleting the head mark and GPS window with the \bar{y} button.

MISSION CLOSED

3: Operation end

When certain conditions are met, the mission ends regardless of success or failure.

finish. When the mission ends, the battle results (the number of enemies defeated, the number of damage,

Unit points will be added according to the elapsed time, etc.). Poi

Depending on the height of the point, supplies (aircraft, weapons, number of supplies, etc.) and

The payment amount on the counter will change. Of course, if the mission fails,

Both supplies and counters will be insignificant.

And it is necessary to carry out the operation with the utmost caution.

Mission success condition

Any platoon has accomplished its objective

Player aircraft (1st platoon 1st aircraft) survives

MISSION 02

COMPLETE

Mission failure conditions

When it becomes impossible to complete the operation

If the player machine is destroyed

If all platoons make a strategic retreat



game over

The player machine exceeded the specified number of times in one play.

It will be game over if it is destroyed.

The default number of times you can play is 3, but it will change depending on your battle results and the number of missions.

WAW

Explanation of WAW

The "WAW" was the first walking vehicle to be put into actual combat in an era when modern weapons such as tanks, helicopters, and mobile infantry were the main force.

WAW (Vandorg Wagen) consists of a battery that stores and supplies power to drive the actuator, and a battery with reduced power storage.

These three breakthroughs are the engine that burns fuel and drives the generator, which generates electricity to charge the battery.

It refers to a walking vehicle driven by a mechanical engine. Since this campaign is the first actual combat, its ability is unknown, but development

Considering the cost and time spent on it, it is not surprising that considerable results are expected. Below are some representative examples.

RJ-24-24 Blood Hound This

aircraft will be the first dedicated WAW vehicle.

WAW = A famous machine among famous machines that established the scheme of weapons, and later developed into various variations.

RJ-34 Bull job;

A new model in which the RJ-2X series has achieved full knowledge and has been greatly reborn.

Newly designed from the frame itself • High-performance model.

SJ-34-34 Bull Shot "Red Eye

Reconnaissance model of the RJ-34. The fact that there are many such minor change versions also speaks to the characteristics of the WAW weapon.

RJ-35 R Bull Shot Type R

RJ-35 Type S commander-only model.

A high-end model that reigns at the highest and strongest position in the RJ series.

TCK-010 010

Two RJ-24 upper bodies and 413 strange-shaped aircraft mounted on hover tanks boarded. A special model that quickly demonstrated the high versatility of WAW.

CHARACTER

Character introduction



R[Earl] McCoy
Earl McCoy

called McCoy. main character.
Half African and half Irish. Her
dark skin and roots make her
strong-willed. He has worked
on the WAW test pie Charnell
Firishtah lot for Jade Metal



under military orders .
chamiri = philicitor

A member of the OCU military. 24 o.

Commonly known as chamiri. Indian African.

Although she is a woman, she is good at
machinery and can operate heavy machinery,
trailers, and helicopters, so she was appointed

as the captain of the support unit. I'm not good at

A member of the SAUS military. 20 years old.



Bruce Breakwood

Commonly known as BB. McCoy's comrade-
in-arms. A large British Australian with a
military temperament. The scar on his left
cheek was inflicted by his strength with Matsukoi.

A member of the OCU military. 25 s.



Ide Sangohr

A superior officer who informs the
independent attack platoon incorporated
into SAUS of the enemy's movements and
strategy. against constantly moving troops
Contact is made using OCU's
military communication satellites.
35 Oh.

Dal Furpuy

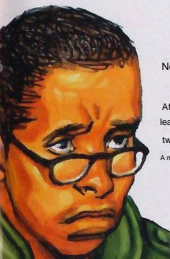
known as Farli. An engineer
at Jade Metal, a military
manufacturer of OCUs.
Participated in the battlefield
as a maintenance worker,
as he also occasionally works
as a test pilot. I'm worried
about McCoy's J. J 22 Oh. "



Norman Reitz

African. A nervous platoon
leader who is troubled by
two hot-blooded and reckless recruits.

A member of the SAUS military. 31 o.



Dept.

0Kx[O]x0MH]=Ha]

Collaboration for FROWT MISSION ALTERNATIVE

Consent of use

•This disc is software for home video game •Computer ``PlayStation".

If this happens, it may cause a malfunction of the device or have a bad effect on the body such as the ears, so please do not use , please give me .
this disc. I N T S C | T _ | _____

It is only compatible with "PlayStation^," and cannot be used with "PlayStation^," which has overseas specifications. • "Dissolution old" and

Please carefully read the PlayStation manual handling instructions and safety precautions and follow the correct usage instructions.

• When setting this disc to "PlayStation^, main job," the label part (the part where the title is spelled) is

Please put it on top. Also, gently press the center part to stabilize the disc.

• End play

"PlayStation^, When removing the disc from the main unit, press the open button on the main unit to make sure the disc rotates completely.

Please go after confirming that it has stopped. Touching a rotating disc may cause injury or damage the disc.

Do not use the handle pair as it may cause the main unit to malfunction. •Discs should be treated foolishly. In addition, please do
and Asuka f i t t e f E n t a i n e H b v i !
not attach stickers, etc., or use pencils or pens to draw or draw pictures. •Disc

When the cloth is dirty, use a cloth that is as beautiful as a cloth, and take it from the store to the wholesale field and listen to the sunshine.

At that time, please do not check the record cleaner or the apology.

• Cracked or rhomboid discs, or

Please do not use discs that have been packed with a reducing agent, as they may cause malfunction. •Tears of guilt

Do not store in a hot place near a heating appliance. Also, avoid places with high humidity. Ke

Please do not put anything on top of the case or disc as it may cause injury.

please give me . • After you've finished playing, please put the disc in its case and put it in a safe place.

• Solution

We will not be able to return the damaged or damaged koto due to improper handling, so please let us know in advance.

• Do not use the "PlayStation" main unit as a screen projection type TV (projection TV).

when . The screen may burn due to the amount of light.

• Some software requires a memory card.

I have. Please acknowledge it with "good explanation".

IHealth Precautions

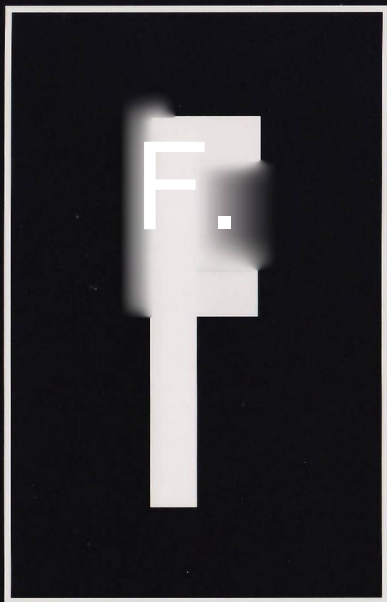
•Because the sho to play is Banju, please spend about 15 minutes every hour. • Tired maki

Avoid playing. •Maki to play should brighten the room and stay away from the TV screen as much as possible. Very

on rare occasions, when I am exposed to strong light, or when I look at a television screen that is strongly lit, I experience temporary rattan spasms or sudden twitches.

if I/O ft 2 bi output 7 fi t > t W i i A f i t . 9 E A .
Some people experience symptoms such as loss of If you have a history of this kind of thing, be sure to discuss it with your doctor beforehand. again,

If you see Choi Hyun like this while looking at the screen of the play room, immediately go to the doctor and see a doctor.



SLPS 00953

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